

Queensland's Leading Amiga User Group Newsletter

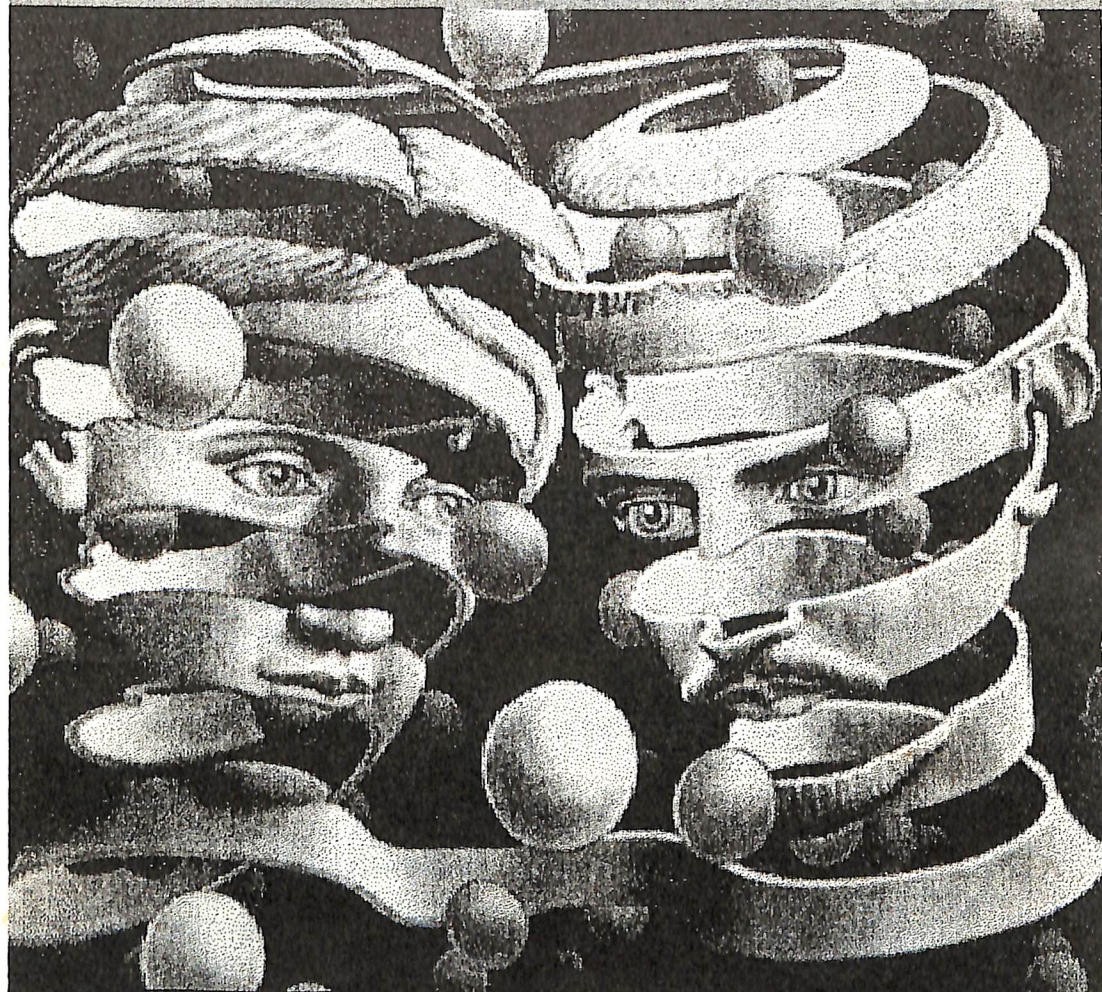
# CURSOR

COMMODORE-AMIGA  
COMPUTER  
USERS  
GROUP  
QLD Inc.



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VOL.11 No.10 JUNE 1995



Next Main Meeting - Tuesday 6th June  
St. Laurence's College - South Brisbane  
Libraries & Sales open from 7pm  
Meeting & Demonstration commence at 8pm  
Visitors and All Members Welcome

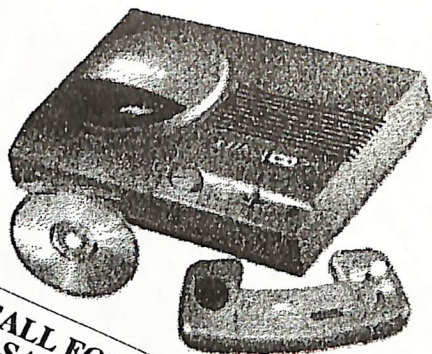


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### MAIN MEETING

The next meeting will be held on  
Tuesday **June 6th** (7pm - 10pm)  
St. Laurence's College  
82 Stephens Road  
South Brisbane Qld.

### WORKSHOP MEETING

The next workshop meeting will be held on  
Sunday **June 11th** (11am - 4pm)  
Ithaca R.S.L. Hall  
Cnr Nash & Elizabeth Streets  
Rosalie Qld.

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I am pleased that I was able to be able to assist in the Club's management at a particularly difficult time. With the sale of C= to Escom the muddy waters have not cleared as yet, so that we can plan ahead, but the future I would predict has a rosier gleam to it than previously.

I doubt in my mind that the machine will enjoy the wide market that it did, and that it may become more of a niche machine than it was but still well supported, by a close knit band of enthusiasts.

It would be something to see if they manufacture and place a RISC-based Amiga on the market with an appropriate OS, so that we might then enjoy our favourite operating system and at the same time run IBM or Mac programs natively. Of course this might happen with other RISC machines too, a sort of Amiga clone market where one used the operating system of choice for the

software or vice versa.

It would appear that Escom will indeed be looking at regenerating the Amiga market, but with what machines and operating systems we are as yet not too sure. Plus the fact that they also have to find sufficient chips, parts, personnel, developers etc. This is a large undertaking that will take time.

I would doubt that we, in this country, will see a great deal of difference in the market for some 6 to 12 months. So hang in there; keep the old machine operating 'till we know what is actually planned and how long it will take.

As you all well know, I disappeared from the scene for a while, having tests done in hospital. To all those who donated to Barry Benyon's "Keith's Wreath Appeal" please ask for your money back. I have been thrown off the hospitals cardiac-alert program, and told I am as good as I'll ever be... I hate smart-arse doctors.

The next meeting at St.Laurences will see Greg Perry on Surfing The Web. Please bring your own togs and boards; Ross Delaforce is supplying the sunscreen for the girls.

And the following month Greg once again, but this time orating on



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## THIS MONTH'S BEST BUYS

\*\* NEW A1200 accelerator featuring 68030/68882 with MMU running at 28mHz, SCSI 2 option and SIMM socket for up to 8Mb RAM - \$319

\*\* 40 Mhz version only \$399!!

\*\* SCSI 2 option available soon!!

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Directory Opus 5.0.

I was wondering, seeing that it is so difficult, buying and turning the Fish CD-Roms into disks for our library, whether we could take another road here.

The Aminet has seen a vast uplift in programs being released via the net, and as these are mostly archived and downloaded to the BBS along with readme-files, whether it would be better to take the best of these and make up our PD disks from this source?? This would mean that there is no cost for CD disks, but someone would have to put them to disk.

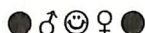
We have had days when 20mb of archives come through.  
Any takers?

I have to write up the BBS and other articles, so I'll leave you with the thought ... it's only 2 months to the AGM; I hope you all have someone in mind for Presidency!

Till next time,

*Keith Antoine*

"El Pres"







*Please always refer to the latest CURSOR for information on the next meeting as the following plans are always subject to change.*

## **June 6th 1995**

World Wide Web with Ross Delaforce and Greg Perry

## **July 4th 1995**

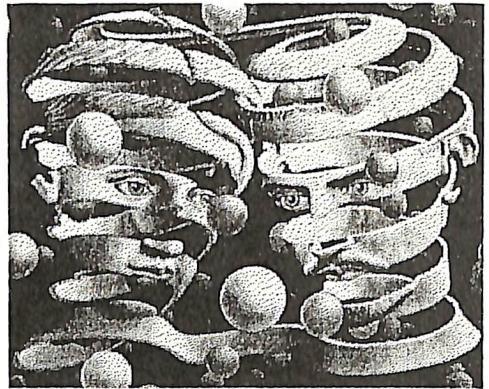
A demonstration of the latest version of the fine directory utility program, Directory Opus 5 by the co-author, Dr. Greg Perry.

Check out the special deal Greg is offering to CCUGQ Club members.

## **August 1st 1995**

Annual General Meeting and election of our club Management Committee.

## **The Cover Story**



The cover picture this month is a picture file titled BAND.GIF.

It started off as a GIF image of 640 by 480 pixels in 256 colours. Its file size was 253,123 bytes.

It comes from the abstract section of a CD-Rom called GIFs Galore.

A little bit of "massaging" had to be done to make this picture suitable for printing:

First, I loaded it into Art Dept Professional where I converted it from a 256 colour format to 64 shades of grey.

It had a small border around it, which I cropped out, reducing its file size down to 182,398 bytes.

I saved the image as an IFF file and tried a test print of it. This looked so good I didn't need to do any more adjusting.





Another month has been and gone, and here I am, as usual, writing this editorial the day *after* I should have given it to the printer for production of the Cursor.

Well, what happened this time???? I started producing it four weeks ago, using Pagestream 2.2 and I was looking around for a suitable picture to put on the front page, but when I tried printing it out, the quality was only so-so.

In desperation, after trying many different methods, I finally tried it in Pagestream 3.0 (it's now up to revision "g" and one of the last "fixes" was an improved printing system and Floyd-Steinberg dithering.

GUESS WHAT!! Pagestream 3 is finally getting to be usable, as it was a definite improvement, both in the picture itself and also in the graphics used above the picture. It still can't produce outline text, but there is an overall general improvement.

Encouraged by this, I decided that

now was the time to change over production of Cursor from Pagestream 2.2 to Pagestream 3.0g.

All went well for the first couple of weeks as I started discovering new methods of doing things. I must explain first that Pagestream 3 is completely different to Pagestream 2.2. Softlogic themselves have said that Pagestream 3 was constructed new from the ground up and no code from earlier Pagestreams was used in Pagestream 3.

This means that you must relearn different and new ways to do things, and so it takes a lot longer to achieve the end result.

Nevertheless, Pagestream 3 has several major advantages over Pagestream 2.2 and can do a number of things that the earlier version can't, such as graduated fills, filled tabs, more than one type of master page etc. etc., so I persevered with its numerous crashes and half-implemented features until finally, with only 3 days left of the deadline, it refused to load the document, no matter what I tried. This meant that 3-1/2 weeks of hard work was down the drain and it was back to Version 2.2 OH, I LOVE PAGESTREAM 3!!!

Happy Computing.

*Mike*

Mike Williams - Editor

## **INTERVIEW with COMMODORE U.K.**

Interview with Colin Proudfoot (CP) of C=UK outside US Bankruptcy Court building 4:15pm Friday April 21, 1995, by Josh Galun (JG), editor of Amiga Link Online magazine.

(Missed first question)

CP: C=UK is waiting for this thing to be over. We then look forward to working with ESCOM and reviewing their plans for the future of Commodore 'cause they're gonna drive the technology and in effect they are quite likely to end up the owners of the C=UK business.

JG: Do you believe ESCOM will buy C=UK as they exist right now or do you believe they will license you as clone-makers?

CP: I don't think ESCOM will leave C=UK outside its organization, so it's a technical question in accounting terms whether it's expedient for them to keep the corporate identity as it is today; or create a new corporate identity; or use their existing structure and merge the C=UK within that. I think that what is the key is that they will retain a lot of the staff

from the UK organization because we have the expertise in the market place.

JG: If you were allowed to make your own plans for the UK market of the Amiga, what would they be? If ESCOM gave you that, how would you market the Amiga and make it viable again?

CP: I don't think that is a realistic question because if you look at the market place as a whole you can't exclude the UK from the rest of Europe or the rest of the world. Computing nowadays is very much a global market and we would have to fall in line with ESCOM. As regards to what marketing plans we would see, David Pleasance has outlined the plans he would have for the market place and the products and how it would develop. In fact he will be talking to ESCOM about these things next week and we will see how many of those ideas they will wish to adopt.

JG: So you're saying that there is nothing that separates the UK market from the rest of the European market or the global market?

CP: Europe is now a common market and there are no technical boundaries for free movement of goods and services so a product that's launched in the UK one day we'll find in Germany the next day, or in Holland or in Denmark.

JG: I heard that C=UK has good developer's relationships. Have



you been talking to them about the buyout and what information have you gotten from them that might be helpful to ESCOM?

CP: Well the UK has a very strong software community and a lot of developers are based in there and we've been talking to them throughout the buyout; we've been discussing ideas for eventual new products and I think ESCOM will be very interested in the discussions that we had and the results of those discussions.

JG: Is there any technology that C=UK has that has not been released or that it still owns the rights to?

CP: C=UK has never owned any of the rights to the technology, it's merely been a licensee. All rights have always been held by CEL in the Bahamas or Commodore-Amiga in California. To come back to the developers, we recognise and I think the ESCOM people recognise how important the relationships with the development community are and on behalf of David and myself I wish to thank the development community for their support over the last 12 months. It's been absolutely tremendous; we couldn't have asked for any more support or any better encouragement from the guys all around the world. Hopefully we're looking forward to working with ESCOM working with the developers' community

and putting the Amiga back on top of the market place, which is what we wanted all along.

JG: The US is a very competitive, intense and big market. Do you think ESCOM will want to, and are able to attack it properly?

CP: You should ask them. I can only speculate and have a personal opinion and I would say the following: ESCOM have been phenomenally successful as a PC vendor in Europe and they have grown the business tremendously. Where do they go from there? They look to North America. How can they penetrate the American market? Can they do it with a "me-too" computer? No they can't! So therefore they need a product to differentiate themselves from the rest of the competition and maybe, just maybe, the Amiga is that product.

JG: What are your personal feelings about the end of the buyout?

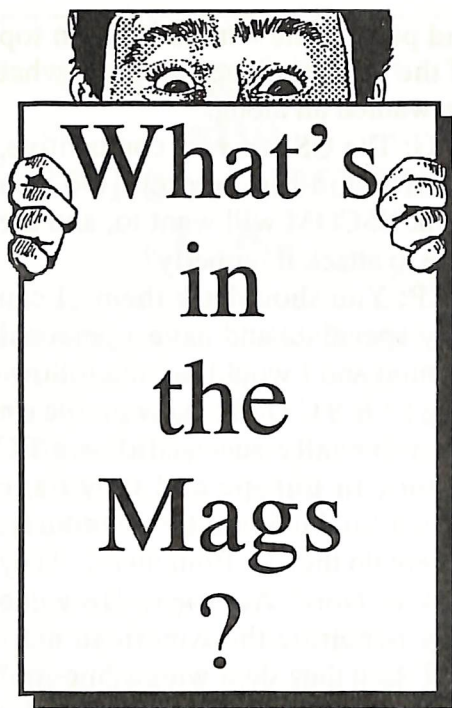
CP: I'm very glad it's over!

JG: Are you an Amiga user yourself?

CP: I have a CD32 at home and in the office a Commodore 486 PC.

JG: Do you have any plans of switching to the Amiga?

CP: I am not a technologist I am a businessman. What I do is I talk to David Pleasance and the rest of the guys in the UK to get an understanding from them about the technology and its applications. My job is business. ●♂☺♀●



This column aims to give the reader a quick overview of some of the more interesting articles or reviews seen in the latest Amiga magazines. All of these magazines (and more) are available for borrowing from our Commercial Librarian at our Main Meeting held on the first Tuesday of the month.

Here is a sample of the articles appearing in these magazines.

#### **AUSTRALIAN COMMODORE & AMIGA REVIEW (A.C.A.R.) - May 1995**

1. A nice article on a software program called CDBoot which allows A1200 users who have a CD-Rom drive to boot up most

CD32 disks (those that don't use the Akiko chip, which the CD32 has and the A1200 doesn't have).

2. Another add-on for the A1200 is reviewed. This time it is the Squirrel SCSI Interface which plugs into the PCMCIA port on the left hand side of the A1200 and gives you a SCSI port for running those CD-Rom drives, Hard-Disks, Tape Streamers etc, etc.

3. Directory Opus 5 by Jon Potter and our very own Greg Perry is given a good workout: and the conclusion is "...beats absolutely any file manager ever written for any computer." If you want to find out more then come along to the July meeting where Greg will be demonstrating it (and you might even get a special deal as a CCUGQ member).

4. PC-Task 3.1 is reviewed and features some worthwhile improvements and bug-fixes.

#### **AMIGA SHOPPER**

##### **- February 1995**

1. Modem Mania is a SuperTest of 11 modems and two fax programs (including GPFax by our own ex-President, Dr Greg Perry).

2. An in-depth review of SQUIRREL, the SCSI-2 interface which plugs into the PCMCIA port in A1200s and A600s.

3. Pegger 2 is a runtime compression and decompression

Continued on page 14

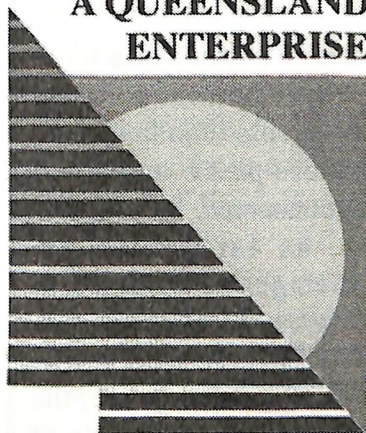


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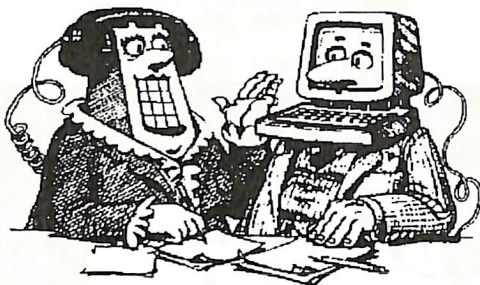
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## **B.B.S. News**

### **Windragon Inn**

So we have reached halfway through the year without, at the time of writing, being connected to the Internet.

I must say I have never seen a more obviously disorganised, inept catalogue of events than has taken place over these past 6 months of trying to get connected.

There are, as far as we can ascertain, 3 stages to go through, none of which strain the intelligence. The first asks for allocation of IP addresses etc, the second is split into: (a) testing of addresses and acknowledgement by AARnet to UQ that things are ok (b) is that they all get entered by InterNic on the routing tables and mail tested. The third is for AARnet to give the final OK 2-3 days.

Stage one took 3 months, stage two 2.5 months, and so far stage 3 has taken 3 weeks. I am fully aware of the workload due to big connects and also the talks an

implementation with Telecom, but this is ridiculous. Do not hold your breath when dealing with academic institutions. Also we have been informed via AARnet that they will be charging u/l and d/l rates of \$1.00 per Mb internationally and also 50 cents internally...Sheesh, good way to kill off WWW and mirrorsites, this comes into effect as June 2nd, so does telecoms takeover!!! We are going to get out from under, by connecting to another service without Mb charging, this will be more expensive initially but cheaper in the long run.

Aminet 5 is now online plus the previous 4 and of course we mirror Aminet direct to the BBS, as all users well know, latest files online the same day if possible.

See what the Clubs' President, Whats 'is name, said about files from Aminet, huh! He will have to get someone to do that, what does he think I am, his right hand or something, damn cheek "Jobs for the Boys"?? Any one seen Neville Duguid or Barry Benyon lately?

Oh yes! I have finally got Linux up on the 486, and running, with the able assistance of Doug Ratcliff and Bruce Mcleod. This will enable users to login to a Unix style account and use the connect, when



we are finally connected, as a pseudo slip with the appropriate software. This will also give us an extra couple of line into the BBS, slightly different on the 486, plus another to Internet. So keep your eyeballs skinned for developements. Hopefully we will run our own Web Page with CCUGQ, CSI, WindDragon etc participating, might pick up members!!

Thats all for this month.

Keith Antoine ●♂☺♀●

## BEGINNERS CLASSES

As I was late for the last issue plus at least 50% of our attendees were busy elsewhere, we had to postpone the May beginners classes.

However the next date will be on June 18th at McGinn St Ferny Grove, and will cover Modems, terminal packages, BBS's and Internet connectivity.

WindDragon will be off air on that Sunday from 8am till 1pm. Please voice Keith on 300-2161 if you are coming so we may know how many chairs etc. we will need.

Keith Antoine ●♂☺♀●

What's in the Mags Continued from page 10

utility using the JPEG format and is reviewed here.

4. Easy Ledgers 2 by Dr Greg Perry is a commercial quality Accounting package for small businesses and gets a good review.

5. There is 9 pages of "Amiga Answers" to shed some light on your problems.

### AMIGA FORMAT

#### - January 1995

1. A review of Photogenics, Almathera's new paint/image processing package.

2. Hints and tips on how to get your computer game published.

3. Wordworth 3.1SE is a Special Edition, without some of the lesser features of the full version but at half the price and better for machines with less memory.

4. V-Lab Motion is a video capture and playback card which uses a dedicated JPEG chip to allow fast compression and decompression on the fly.

5. The MO-MIGA is a magneto optical drive which use removable disks of 1.2gigabytes (that's 1,200Mb) which only cost about \$400 each. Pity the drive is so dear!

6. A review of the AURA, a 12-bit sampling cartridge for the A1200 or A600, which plugs into the PCMCIA port and produces very good sound sampling.

●♂☺♀●

# AMIGA

## Public Domain Disks

### Q-Fish Disks

1128 - 1160

*Please Note: The programs described below are sourced from the Fresh Fish and GoldFish CD-ROMs. The descriptions mainly come from the author of each program, if provided on the CD-ROM, with additional comments by the CCUGQ PD Compiler.*

#### Q-Fish 1128:

##### *Arq*

Replaces the standard system requesters with nice animated requesters that you can also attach sounds to. Also includes "upd" a small sound sample player daemon. This is Version 1.83, an update of Version 1.66 on Fish Disk 665.

##### *Pteradactyl*

A small quarter-screen HAM Interlace test animation of a pteradactyl in flight flapping its wings, opening its mouth and turning its head from side to side. Shows the use of the Imagine 3.0 Bones feature to articulate what would otherwise be static objects. Viewtek's F7 speed setting is recommended.

#### Q-Fish 1129:

##### *AmigaWorld*

A database program that contains information about every country on Earth. It enables you to have a look at the data of one country, or to compare several. Among other things it displays location, capital, area, population, languages, currency and the flag of each country. Other features are information on international organizations and map display. AmigaWorld is very easy to handle, and you can choose between English, German, French, Dutch, Italian, Swedish, Danish and Finnish output. Shareware. OS 1.2+ and 1 Mb RAM required. This is Version 3.1, an update of Version 2.0 on Fish Disk 893.

##### *AXlife*

Essentially the same as UNIX Xlife version 2.0, with the addition of an Amiga-specific interface. Xlife can cope with arbitrarily large patterns (up to a maximum size of  $2^{32}$  by  $2^{32}$  ( $2^{32} = 4,294,967,296$ ) life elements). Comes with its own library of 219 example patterns, and can also read files produced by Al Hensel's IBM PC program 'Life'. Required are WB 2.04+, at least 850K of free memory, and as fast an Amiga as you can find. This is Version 1.0.



### **Q-Fish 1130:**

#### ***Crygirl.jpg***

Crystal Girl is a composite of artist Corinna Cohn's sister and some art she created independently, all on her own, by herself. Blame MS-DOS compatibility for the misleading label. She could have called it "Crystal", but then there would have no room to tell you it was a girl and not just a piece of rock.

#### ***AIFF\_dt***

A DataTypes class which permits reading and playing of AIFF and AIFC format sound files which are popular on the Apple Macintosh. Version 1.5. Workbench 3.1 and a datatype sound player like MultiView are required.

#### ***TextDemo***

Who makes up these names!? This FAST-SCROLLING 3D DEMO enables you to walk through a dungeon. The walls are realtime TEXTure mapped and shaded, and lose none of their realism as you pivot and zoom between them. Separate versions are included for OCS, ECS (64 colours) and AGA (256 colours). Uses "c2p" (chunky to planar) conversion. This is Version 5 and a 68020+ cpu is required.

### **Q-Fish 1131:**

#### ***MPMaster***

A program that enables you to transmit/receive samples via MIDI between the Amiga and any MIDI device that supports the MIDI Sample Dump Standard format (such the Yamaha SY85 synthesizer). It has a WorkBench interface and can play samples. All settings of the sample are able to be modified before transmission. Includes a diagram to build a very small MIDI interface. OS 2.04+ required. This is Version 2.0, an update of Version 1.2 on Fish Disk 961.

#### ***MusicWeb***

An extensible, interactive, graphic-diagram environment for building configurations of elements to manipulate MIDI event streams. Modules with specific functions can be "plugged together" by placing icons in a diagram and linking them in the desired configuration. The resulting paths may branch and join so as to constitute two-dimensional networks. This is an early release, with a limited set of modules -- including an 8SVX "instrument" -- intended for real-time performance. Version 1.2. OS 2.04+ and a meg or more memory required.

#### ***OctaMEDPlayer***

A standalone player program for playing songs made with

OctaMED. Can load song+samples-format and MMD0/MMD1-modules made with MED V2.10 or later, or with any version of OctaMED. Can play standard four channel Amiga songs, MIDI songs, 5 to 8 channel OctaMED songs, and multi-modules. Has a nice 2.0 look, and also works with 1.3. This is Version 5.12, an update of Version 4.04 on Fish Disk 819.

### ***PST***

Creates a public screen with the screen type selectable from any currently active monitor type. Uses the 3.0 ASL Screen Mode Requester and allows selection of screen dimensions, depth, overscan and autoscroll. Version 1.0a. OS 3.0+ required.

### **Q-Fish 1132:**

#### ***MUISpeechToy***

A sample application written to test MUI-Builder. Contains only some primitive functions which can easily be changed. Public Domain C source included. MUI 2.0+, `narrator.device` and `translator.library`, both of which are proprietary and not included in current AmigaDOS distributions are required. Version 0.01.

### ***TrevsWBPix***

Trevor Morris has magnanimously contributed the essential files from his Magic Workbench setup,

including his Prefs drawer, a piece of his Startup-Sequence, a Rand command, and two final Magic Workbench images grabbed from his screen. He has devised a system that randomly selects a different backdrop every time he powers up, and explains how to do it. The emphasis is on Magic Workbench patterns whose appeal has been given a new lease of life by etching full-height bright and bouncy female cartoon characters into the backdrops. Sixteen finished examples are included among the files.

### **Q-Fish 1133:**

#### ***InfraRexx***

The InfraRexx software along with the InfraJoy hardware serve as an ARexx-infrared interface, so your Amiga becomes a remote control unit. Conversely, you can control your Amiga using a common infrared remote control unit. OS 2.04+ and some hardware (plans included) are required. Version 1.3.

IRMaster Software/hardware project allowing an Amiga to control devices with an infra-red remote control (tv set, cd player etc.). Using the IR-editor you can build a remote control and learn the IR commands. The projects are launched by the IR-runner. That means you can control, for example, your tv set from the Workbench. Hardware which may



be obtained from the authors is also required. This is Version 2.6, an update of Version 2.2 on Fish Disk 993.

### **Q-Fish 1134:**

#### ***Date Part-1***

Part One of a collection of date calculation routines pre-written so that programmers can include them in their own programs. The 52 routines include, for example, functions capable of checking for a leap-year, or calculating the date of next Easter Sunday. Part 1 contains the Modula-2 and C source examples. Part 2 on Disk 1135 contains their Oberon equivalents. All other files have been duplicated in both Parts. A Modula-2, ANSI-C or C++ compiler is required to compile the examples in this, Part One of Version 33.088.

### ***SASC\_GoldED***

Two AREXX scripts for embedding GoldED into the SAS/C(++) environment. The first invokes SMAKE or SC from within GOLDED and collects the errors and warnings using SCMSG. The second script positions the cursor on the line containing the error when someone clicks on an error/warning in the SCMSG window. If necessary, a new GoldED window containing the appropriate document will be opened first. GoldEd 0.98 or better,

SAS/C 6.x and AREXX are all required. Version 1.1.

### **Q-Fish 1135:**

#### ***Date Part-2***

Part Two of the collection of date calculation routines commencing on Disk 1134. These have been pre-written so that programmers can include them in their own programs. The 52 routines include, for example, functions that check for a leap-year, or calculate the date of next Easter Sunday. This Part contains the Oberon source examples. Part 1 on Disk 1134 contains their Modula-2 and C equivalents. All other files are duplicated in Parts 1 and 2. An Oberon compiler is required to make use of the source code in this, Part Two of Version 33.088.

### ***Palette***

A Module that can be added to your Oberon-2 programs to produce a palette window on any screen. You supply a Screen Pointer and Palette will adjust itself to the screen. It is font and depth sensitive, and requires the addition of only a single command to add it to your main program. This is Version 1.01 and it requires OS 2.0+.

### ***ZedREXX***

Provides users with the ability to quickly and easily build a Graphical User Interface into any of their

REXX scripts. Common GUI techniques are implemented in the command host instead of in the REXX script, making the runtime speed and response time of a ZedREXX script similar to the same application written in C. This is an evaluation copy of a commercial program. Registration is required for continued use. Version 1.0c. Requires OS 2.04+ and the Commodore Installer program.

#### **Q-Fish 1136:**

##### ***BillsLounge***

Is it possible for something to be both slow and warped at the same time? Yes, when it's a 768x482x24 jpeg of Bill Graham's favourite bar.

##### ***Deluxe Galaga***

You are in control of a small starfighter and your mission is to protect the Earth from alien attackers. When you start, your ship has a limited supply of ammunition and is moving a trifle too slow. But by shooting the aliens you can collect the falling bonuses and get all sorts of weapons, extra speed and lots of other goodies. This is Version 2.3, an update of Version 1.9 on Q-Fish 1019.

#### **Q-Fish 1137:**

##### ***ASpringies***

ASpringies is a simulator which allows you to interactively create

and edit a system of masses and springs. The parameters of the masses and springs (such as mass elasticity and spring K) as well as those of the surrounding system (such as air viscosity and gravity) can be changed. These systems can be loaded and saved as a file. May be used for serious purposes, or just for fooling around. This is Version 1.0. OS 2.04+ and MUI 2.2+ required.

##### ***MCalc***

MUIProCalc stands for "MUI Programmers' Calculator". It offers a variety of output formats and plenty of functions to choose from. Also a flexible history facility for inserting previously entered expressions. Furthermore the look of the calculator may be customized. It offers an ARexx port, allowing other programs access to its functions. Mathematical TeX environments and the Amiga Clipboard are supported. Requires OS 2.0+ and MUI version 5. This is Version 1.4, an update of Version 1.3 on Fish Disk 987.

##### ***MUIAdt***

GUI-based utility that allows you to connect to one of several Aminet sites, browse the RECENT files, and download the files of interest. SAS C source included. OS2.04+, AmiTCP V2.0+, MUI V2.0+ an a



UNIX "uncompress" command of some sort will be required. Version 1.3.

### **Q-Fish 1138:**

#### ***Baldwin***

Steve Koren's finely detailed Aladdin 4D raytrace of a grand piano sitting in the middle of a tiled wooden floor. Only those intimately familiar with ray-traced computer graphics (and Baldwin piano manufacture) will be able to distinguish it from a photograph of the real thing. There are two versions included, a 1280x1024x24 JPEG version and an 800x600 HAM8 version. It also claims to demonstrate lens flare, though with not quite the same degree of success. 800x600x8 or better display resolution required (and well worth the extra expense if only all computer generated images were of this quality).

#### ***Chunli03.jpg***

A thoroughly raytraced Chun Li does a spinning bird kick, complete with motion blur of the right foot. A jpeg viewer will be required for this 640x512x24.

#### ***Stereo***

Ray traced picture of a stereo system in AGA 256.

Continued on page 24

## **ROM-HACK-3**

### **For The A500**

by

**Garry Saunders**

Firstly let me say that if you have not previously had any experience in modifying your Amiga or cannot solder two wires together, get someone who knows to do it for you.

This simple modification does work so if you blow something don't blame me - you've been warned!

#### **THINGS YOU WILL NEED:-**

A fine tipped soldering iron.  
Some fine resin-cored solder.  
500mm of 4 strand ribbon cable (multicoloured).  
1 x 40 pin IC socket.  
1 x single pole double throw switch.  
2 x 1k half watt resistors.  
2 x ROM chips.

#### **PROCEDURE:-**

Take your least loved ROM chip and place the 40 pin ROM socket over it so that the legs match up and are in contact (you might have to bend the legs of the socket a bit until they all touch). When they are

all touching remove the 40 pin socket and then tin all touching surfaces lightly using as little heat as possible on the ROM legs (5secs max).

Next bend out leg #12 on both ROMs and the socket (see romhack3.pic) and place the socket over your pre- tinned ROM. Lightly solder all legs of the socket to the legs of the ROM - except legs #12 (which should be bent out of harms way).

Take your multistrand wire and tin about 2mm of each wire and then solder one strand to pin #21 of the socket (leave space for the leg to go right in the motherboard socket).

Leave the other end of this wire for the time being (Remember this a +5v line so watch out for solder bridges and shorts).

Insert the second ROM chip in the socket so that it sits directly above the first ROM chip and make sure that leg #12 is bent out of the way. Solder two wires to #12 pins on the both the top ROM and the socket (which is soldered to #12 of the bottom ROM).

Take your resistors and twist and solder one wire of each together and then solder the joined end to the switch end of the wire leading to pin #21. Solder the other ends of the resistors to the outer pins of the switch.

Solder the two switch ends of the wires connected to both pins #12 to the outer pins of the switch (with

the ends of the resistors). Solder the remaining wire which should be not connected at the ROM end to the center pole of the switch.

Now take the assembly to the computer and take the existing ROM chip off the motherboard socket and solder the remaining wire at the ROM end of the assembly to pin socket #12 on the mother board ROM socket.

Fit the assembled ROMs into the motherboard socket and check that there is no connection between the socket wire and the bent out pins #12 of both ROMs (Use a magnifying glass to make sure).

Check the assembly with the Romhack3.pic and check the circuit and make sure there are no shorts in the wiring especially at the pins and resistors (use a circuit tester if you have one).

Make sure that the switch is fully engaged in one position and power up. You should now see the Workbench prompt on the screen. Turn off the power and wait 10 and then switch to the other position and power up again and if all is well you should see the second Workbench prompt on the screen.

If you have a revision 5 board and are using 2.0 or better ROMs in one or both positions you may have to solder a jumper wire between pins #1 and #31 to get the 2.0+ workbench prompt.

Now all you have to do is find a suitable position to mount the



switch and you are set up with the simplest ROM switch of all. Remember to always power down and wait 10 seconds before changing the switch.

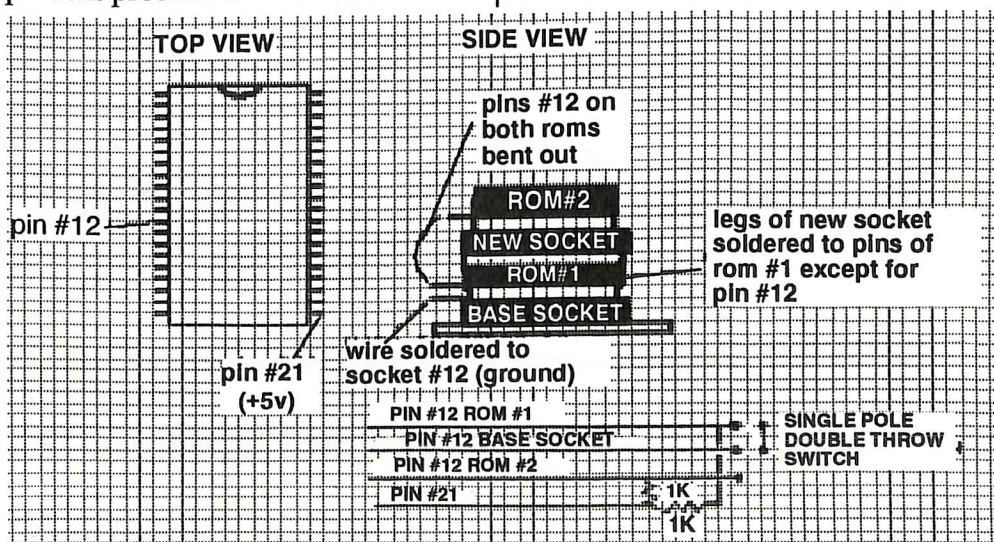
**HOW DOES IT WORK?:-** Pin #12 on the Amiga ROMs is normally grounded or as the technical types say tied low and when the board is powered up pin #12 is checked and if found low that ROM is turned on. What we have done is to take a +5v line from pin #21 and passed it via the 1k resistors to both of the ROMs pin #12 and as there is little current flowing the voltage at these pins is still high enough to tie them high upon power up that is to turn both ROMs off. So what turns only one on is the switch that shorts one of pins to ground (The socket of pin #12) and the potential at that point drops low enough to turn that ROM on while the resistor keeps the current drain to earth low enough to prevent problems.

**WHY ANOTHER ROM SWITCHER?:-** I needed a ROM switcher which used only one side of my double pole double throw switch so that I could use the other side to activate a digital display unit to show which ROM is currently active on my tower unit which was designed to show the clock speed of the IBM which should normally reside there and I thought there was probably someone out there who might be able to use these ideas. The logical extension of these ideas is for more than two ROMs selectable via a rotary switch without having to use complicated logic switches as I have seen on other 500's.

I hope this little hack works for you as well as it worked for me and remember if you come across something that works, put it on a board so others can use it.

Regards, Feathers

● ♂ ☺ ♀ ●





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## **Q-Fish 1139:**

### ***Dynamite War***

A tiny game for 2-5 players who fight against each other. It is similar to the commercial Dynablaster or Bomberman, except that a one-player mode is not available. On the other hand, there are a great number of extras. To win the game, one player has to disintegrate all other players by exploding bombs. This is Version 2.0, an update of the version on Fish Disk 931.

### ***RoachFarm***

After fifteen years of scholarly preparation you finally get your shot at the bigtime. As Temporary Assistant Shipping Clerk at Insect Fun Inc, your job is to check the number of cockroaches in each test tube against the invoice, and effect any last minute redistributions so that the clients' orders are correctly filled. The only way to do this without losing the ghastly creatures is to join together the open ends of different sized test tubes so that the roaches migrate from one tube to the other in an orderly fashion. (The despicable things only cease migrating when the destination tube is full). Only by consistently choosing destinations with the most appropriate number of vacancies to accommodate excess numbers from other tubes, can you hope to demonstrate your worthiness to remain in the workforce. This is

truly a Thinking Game, as only cool-headed logic can save you from another term as Trainee Touch Screen Operator at the local C.E.S. Version 1.0.

### ***The Ice Princess***

Demo version of an interactive novel, i.e, a non-graphical interactive fiction game. You are an 18' year old orphan who meets the love of his life on Christmas Eve. A fairy-tale story for both young and grownup children. The improved parser now works faster. OS 1.3+ and 1 MByte RAM required by this, version 1.4.

## **Q-Fish 1140:**

### ***MagicExpansion***

This GIFTWARE package -- don't forget to send Johannes a gift if you adopt it -- contains lots of MagicWB icons, patterns, palettes, mouse pointers (for 2.x), MUI image sets, colour fonts and a C "include" file for MUI programming. OS 2.0+, Magic Workbench, Magic User Interface (MUI) and Commodore's Installer (supplied with MUI) are all required. Version 1.3.

## **Q-Fish 1141:**

### ***CacheIt***

A small floppy-caching commodity that uses very little memory when no disks are in a drive, but gives a great speed boost when they are.



Includes its own low memory handler which releases cache memory dynamically as other tasks require it. Works with both normal and high density floppy drives. Version 1.0, needs OS 3.0+.

### *detex*

This port of unif Detex removes TeX commands to get a text file. Useful to use with a speller like ispell or fspell. Version 1.0. Ixemul.library required.

### *Dfrags*

Reports on file and bitmap fragmentation and performs a 100% check on the file system. Currently, the OFS and FFS Amiga file systems are supported, but not the caching and International FS variants. 512 Kb memory required. This is Version 3.12, an update of Version 2.02 on Fish Disk 461.

\*\*\*\*\*

PROGRAM OF THE MONTH:

### *Dolcon*

\*\*\*\*\*

Author Lars Eilebrecht describes "Dolcon", his first publicly released program, as "yet another icon tool". But our bleary-eyed PD compiler has declared it "CREAM OF THE CROP". No longer need he keep two copies of every icon that requires a different Default Tool after installation. (For example "IconX" for the install script's

Default Tool, and "View" for the duplicate icon it creates. A single extra line in the install script is now all that is required:

Copy df0:Install\_Me.info to  
dh1:Pic.info Dolcon dh1:Pic.info  
NewDT=View

Dolcon is a CLI-only program requiring OS 2.0+. It has other keywords that may be used to read and edit an icon's type (eg disk, tool, drawer), size, position, depth, colour, or even transform it from a 1.x icon to a 2.x icon.

Long live Lars Eilebrecht!

\*\*\*\*\*

### *MayFlower*

A collection of miscellaneous CLI and script file programs the author has maintained over the years. All programs previously released have since had minor/major improvements done to them. Includes ASR, Beep, ByteX, CapsLock, CSR, CmpDate, Cutfile, Dissect, FindIn, LookIn, Memory, Patch, PeekMem, PokeMem, PutCLI, Scroll, SearchMem, Sift, and TrimLines.

### *TrackdiskPrefs*

A preferences editor that allows the user to adjust the various parameters in the Trackdisk\_Public\_Unit structure. These parameters includes the Step Delay, the Settle Delay, the Calibrate Delay, the Retries limit,

and the NoClick flag. Version 1.0. Requires KS 2.04+.

#### **Q-Fish 1142:**

##### ***Amiga Turbo Modula-2 Part 1***

This is Part One of the freely distributable demonstration version of a very fast (PIM4) Modula-2 development system. Included is a compiler, a link utility, an error lister, and a program builder. Comes with ANSI standard C library definitions as well as those from PIM. The demo version is restricted to producing 2K executables and contains sample V40 Amiga Operating System modules. The complete set of V40 modules is available from the author. Part Two, required by those who don't have DICE installed on their Amigas, is on Disk 1143. Version 1.0d, Shareware. OS 1.2+, 2 disk drives and Part 2 of this distribution on Disk 1143 are required.

#### **Q-Fish 1143:**

##### ***Amiga Turbo Modula-2 Pt 2 (DICE)***

This is Part Two of the Amiga Turbo Modula-2 distribution commencing on Disk 1142. The Modula-2 specific Compiler, Error Lister, Link Utility and Program Builder are all contained in Part 1. This part contains a freeware version of DICE, which is a C language development system in its own right. This does NOT mean

that the Modula-2 source is converted to C. DICE is utilized mainly for its included DLink utility and associated ANSI C library definitions. If you are interested in taking a separate look at DICE (which has since been developed into a commercial product) note that the included DICE archive is complete in its own right, and in no way depends on Modula-2. LhA will be required to extract the required files if DICE is not already installed on your system. This is Part Two of Version V1.0d. Note that the included DICE version 2.06.21 has appeared previously on Fish Disk 491.

#### ***Cursor***

A compiler for AmigaBASIC programs. Includes a simple editor which can control the compiler. Binary only. Requires OS 1.2+ and 512 Kb. This is Version 1.7, an update of Version 1.0 on Fish Disk 347.

#### ***MagicWord***

A universal utility for word replacement and macros. MagicWord works with nearly every word processor, editor and any other utility. Instead of recording macros for every application, it is easier to record the macros once with MagicWord for you'll be able to use them with future applications too. For



example, you can let MagicWord type your address simply by typing `\addr` in any application. This is Version 1.1, an update of Version 1.0 on Q-Fish 1021.

**Q-Fish 1144:**

***Dino VR.jpg***

An Imagine 3.0 640x512x24 raytrace of a velociraptor based dinosaur in a desert setting.

***Im3.0FormsDoc***

The text of an article by Bill Graham for 3D Artist magazine about the Imagine 3.0 Forms Editor. Very informative and useful to Imagine users.

***PSFonts***

A selection of public domain 3D PostScript fonts known to work with the Imagine 3.0 Spline editor, compiled by Bill Graham. Also included is a 16 colour HiRes IFF containing a rendered sample from each of the fonts.

***SharkBait.jpg***

A 736x476x24 test render of what can be done with the combination of VistaPro 3.0 and Imagine 3.0 using Opalpaint extensively. Requires a jpeg viewer.

**Q-Fish 1145:**

***JukeBox***

A program to play compact digital audio discs by emulating a

graphical user interface similar to common CD players. Supports various vendors' SCSI CDROM players, CDTV and A570. A command line oriented, fully programmable ARexx user interface is also provided. Shareware demo. This is Version 2.83, an update of Version 1.2530 on Fish Disk 994.

**Q-Fish 1146:**

***DataMasterDEMO***

A powerful database program more than adequate for the average home user. Supports five field types, string, integer, float, type (selection) and boolean. Works on all Amigas and multi-tasks well with other programs. Has some quite reasonable limitations, for example a maximum of 99999 records per database, and a maximum string length of 255 characters. Claims the ability to make, print, save and show any kind of form, and to compare records graphically. Version 1.01.

***MultiIndicator***

Indicates as in "identifies and displays" ASC-files (with or without ESC-sequences and Tabs), Binaries and AmigaGuide documents. Supports XPK and PowerPacker when they are present and, for example, will identify, unpack and display an archived AmigaGuide file as if it were a

normal AmigaGuide document. Includes a very configurable GUI, including a WB 3.1 specific version if required. Also comes with Help menus, has its own ARExx port, and can be represented by its own AppIcon on Workbench. OS 2.0 or better is required. XPK-package, PowerPacker.library, AmigaGuide and/or MultiView also need to be present in order to implement their corresponding functions. Version 2.0.

### **SNMA**

A conditional 680x0/688x macro assembler for the Amiga. It supports most common directives, and generates Amiga object-files and executables. It is used mainly from the Shell and has its own ARExx port. OS 2.0+ required. Version 1.95.

### **Q-Fish 1147:**

#### ***MagicCX***

The definitive commodity/system enhancer for any Amiga running OS 2.x or better. It is a very powerful and flexible system, incorporating most of the functions of existing commodities, and providing for unlimited expansion through the addition of extra modules. Supports Magic Workbench, and includes 10 screen blankers and 18 ready-made Modules: Alarm, AnalogClock, ARExx, AssignWedge, Calendar,

Cycle2Menu, ExplodingWindows, FKeys, Formatter, Grabber, LockWindows, MoveSizer, PhoneBill, RCS.mcxxrmod ScreenSelect, TagScreens, ToolAlias, UnixDirs. This is Version 1.0. OS 2.0+ required.

### ***ZGIF\_DVR***

A driver interface for the ZGIF GIF image viewer. Can also be used with FASTGIF, VIEWTEK, etc. Allows you to view up to 400 GIFs' with the click of a mouse button. Ideal for previewing the hundreds of GIFs that come on a CDROM. Binary only. ZGIF 0.4 included. Version 1.0.

### **Q-Fish 1148:**

#### ***Archy's Adventure MiniDash***

This is an old C-64 style Boulderdash clone, Advanced MiniDash, with many great new features including bombs, magic walls, arrows, etc, and includes a full editor that allows you to use all these features. RGB monitor recommended for the hi-res interlaced display. 512 Kb is enough to play the game, 512K Chip/512K Fast memory needed to hear the sound effects, and 1 Mb Chip needed to see and hear the intro. Version 2.00.

### ***Atoms 2***

Contains two new versions of this icon driven game: Nuclear\_Atoms



is the faster of the two, but New\_Atoms looks the best. Version 1.34.

### ***PictureClock***

A clock like the ones you see on TV between programs. It takes any datatype-supported picture as a background and any datatype-supported sound as a 'chime' every half hour. Requires OS 3.0+ including V39 datatypes.library. This is Version 39.72.

### **Q-Fish 1149:**

#### ***TimeGuardian***

A package for automatically activating events that are timed to occur on your computer at pre-arranged dates and times. Can also be set up to update log files that record, for example, the times your computer was switched on. OS 2.0+ and MUI 2.0+ are required. Installer and AmigaGuide should also be in your search path, for example in your C: directory. Version 1.0.

### **Q-Fish 1150:**

#### ***Citadel Space Empire***

This is the Citadel version of Space Empire, and can be run on Citadel, DLG, Xenolink Pro or any other BBS program that supports STDIO doors. You compete with up to 25 other players attempting to control the universe and become the glorious Space Lord. You must balance the economic needs of your

empire along with your military needs. Keep your people happy, feed them, and make sure you do the same for the military, and you will be just starting to scratch the surface of this complex military game. Access to a suitably equipped BBS (SideCar Express, one of the CCUGQ BBS's, currently has it installed) is required to play this multi-player game. Version 6.25.

### ***The Dungeons of Moria***

A single player dungeon simulation. A player may choose from a number of races and classes when creating a character, and then "run" that character over a period of days, weeks, or even months, attempting to win the game by defeating the Balrog which lurks in the deeper levels. The player begins his adventure on the town level where he may acquire supplies, weapons, armour, and magical devices by bartering with various shopkeepers. After preparing for his adventure the player descends into the Dungeons of Moria where fantastic adventures await him. This complicated game requires a dedicated player to win. Version 1.2.0.

### **Q-Fish 1151:**

#### ***Cobra.jpg***

The Scene shows a Bell Cobra fighting helicopter over a

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bumpmapped water surface. 736x580x24. Jpeg viewer required.

### ***SL9HSTPics***

In Jul 1994, fragments of the Shoemaker-Levy 9 comet impacted on Jupiter. Here are 19 high quality JPEG images of the results of those collisions as captured by the Hubble Space Telescope. Most images also have text files that describe exactly what the image represents.

### **Q-Fish 1152:**

#### ***DSound***

An 8SVX sound sample player that plays samples directly off a hard drive, without having to load an entire sample into memory first, making it possible to play samples of any length even under limited memory conditions. This version fixes some bugs and adds improved Workbench Tooltype support. This is Version 1.50, an update of Version 1.30 on Fish Disk 910. A hard drive is required.

#### ***Pro-Wizard***

A multi-converter for Amiga music files packed with tools like NoisePacker, ProPacker, ProRunner, and so on. It converts all these weird formats to standard Protracker format. New Features include multi-select Load requester, 40 recognized formats including 12 new formats, Iconify function, XPK-library support and

recognition Help inside the program. Written in 100% Assembler. Version 2.0, OS 2.04+ required.

### ***SoundMachine***

Allows you to load, save, and play various sound file formats including RAW, IFF, VOC, and WAV. Two versions are included: one with an Intuition interface and a smaller CLI version. Very useful for those who frequent BBS's and have access to these type of sound files. Version 1.5 now has support for stereo WAV, 16-bit files and adds more configurability. This is Version 1.5, an update of Version 1.0 on Fish Disk 925.

### **Q-Fish 1153:**

#### ***DropnAct***

Drop'n Act installs an ApplIcon on your Workbench. When you drop a file on this icon, Drop'n Act will analyse it and act according to the type of the file, e.g. show a picture, play a piece of music, extract an archive... Version 1.0, requires OS 2.0 or better.

#### ***Planetfall***

Two levels of a great lunar lander type game, with nice sounds and fun action. Includes 68000/68020 and 68030 versions. Tested on a stock A1200, an 040 A3000, a 1/2chip, 2 Fast A500, and an 030 A2000. Hard drive installable.

### **Q-Fish 1154:**

#### ***BPTools***

A collection of BridgePort tools for use on the Amiga side. JDIR will read JDISK directories. MAKEJD will create JDISKS. READJD and WRITEJD will read and write to JDISKS. (JDisks are virtual IBM disks that can be stored as files on an Amiga filesystem). READJD and WRITEJD are approximately ten times faster than AREAD and AWRITE. Binary only. A Bridge Port IBM emulation card or some other source of JDisks is needed for this software to be useful. Version 1.1.

#### ***CloudsAGA***

This program creates random clouds patterns which you might use in your paint program, as a texture in a ray tracing program, or as a background for your Workbench. It now supports sizes 1024x1024 and 2048x2048 and all AGA resolutions. CloudsAGA is the AGA-capable successor to Clouds 3.1. It has been totally rewritten using Oberon-2 and is now twice as fast and half the size of its predecessor. This is "CloudsAGA" Version 1.15, a major revision to the earlier "Clouds" that appeared on Q-Fish 1063. OS 2.0+ required.

#### ***GFFT***

An FFT-based spectrum analysis program with many features. By operating from stored sample data files, it offers higher resolution/accuracy than real-time analyzers, and accepts 8, 12, or 16-bit data in IFF 8SVX, AIFF, and AVR formats, or in unformatted files. It can accept data points entered through a console in floating point, and is Workbench and CLI compatible. Outputs 2D or 3D, and gives a choice of interactive or batch modes. Postscript and GNU compatible. WB 1.3+ and 1.0 Mb total RAM required. WB 2.0, 3 Mb+ and GNUMPLOT 3.0 required for full output capability. Version 1.12.

#### ***MacSND\_dt***

A DataTypes class which permits reading and playing of Apple Macintosh "snd " resource sound data, such as system beeps. Version 1.2 requires WB 3.1.

#### ***MYSTRIP***

This little program tries to strip all symbol and debug hunks from AmigaDOS executables. (The author doesn't mention whether it succeeds or not, but I think we may safely assume it does -Ed) This unidentified author comments that GCC adds many debug symbols to AmigaDOS executables even though it has no debugger capable



of recognizing them. Some users may therefore find it expedient to remove this extra padding. C source provided. Public Domain. Version 1.0.

### *VMem Release 1*

**VIRTUAL MEMORY SYSTEM** for ALL Amigas with WB2 or above (requires programs to be specially written for it, though). Incorporates "memory emulation" to allow chip mem to act as FAST mem, etc. Includes a Preferences program in Workbench 2+ style. Complete with header files, AutoDocs, and an example program with source. The rest of the package is Binary only. OS 2.0+ required. Version 1.0.

### **Q-Fish 1155:**

#### *FTPcdrom*

This utility is designed for use on a BBS so that the BBS CD-ROM drive can be accessed in a simulated FTP session. It safely allows a user to move around in the CD-ROM sub-directories, read the text descriptions, examine the archives, and grab files. This is a bug fix to version 2.10 which did not compare files properly when using wildcards. Requires OS 2.04+. Version 2.11.

### *ManageCDPics*

A GUI-Based catalogue that allows you to create "picture-

databases" and easily view the pictures. Version 1.0.

### *MN3A*

An antenna design program used to calculate current, impedance, and the fields of wire antennas. The wires may contain lumped-constant loads. Environment may be free space or various groundtypes. SWR may be plotted and the number of wires and segments is now limited only by available RAM. This is Version 1.2, an update of Version 1.0 on Fish Disk 938. Binary only.

### *Units*

Find out how many meters/second in a furlong/fortnight or just about any other like-minded conversion you care to throw at it. Expandable by adding your own unit types to the conversion file -- as if there weren't enough already! Version 1.0. This is not the same "Units" as appeared on Fish Disk 74.

### **Q-Fish 1156:**

#### *TMonsterGray3Anim*

No colour, less class. A hires 8 colour greyscale animation of Bill Graham's Tongue Monster. Created using Imagine 3.0.

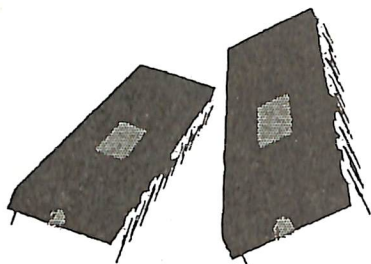
### **Q-Fish 1157:**

#### *Chamber3*

An insane Imagine and Mathvision rendering by Bill Graham in a very colourful, very weird 768x482x24.

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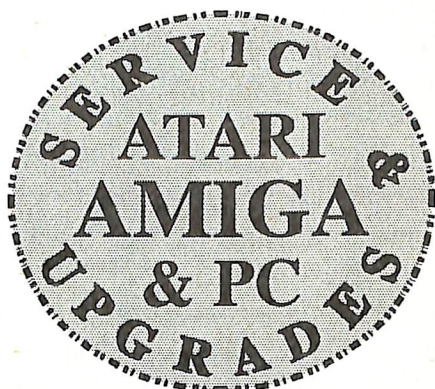


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Jpeg viewer required.

### ***DDLI***

Determine your psychological type or life pattern. DDLI evaluates for the same sixteen psychological types as the Myers-Briggs Type Indicator (MBTI) based on four sets of preferences: Extraversion vs. Introversion, Intuition vs. Sensing, Feeling vs. Thinking, and Judging vs. Perceiving. Flexible interface encourages experimentation. This is Version 3.41, an update of the Version on Fish Disk 974.

### ***StickIt2***

A replacement for the good ol' Post-It note. Allows you to stick notes on your screen which will be displayed every time you reboot -- to remind you of things to do. StickIt2 runs as a commodity and is able to exchange information with other programs via the system clipboard. The notes it produces may be in any colour, and are directly editable wherever they appear on the screen. OS 2.04+ required. This is Version 2.00, an update of Version 1.02 on Fish Disk 913.

### ***TeleBASE***

A database for addresses and phone numbers. It will dial your modem for you, and print envelopes, labels, and phone lists. TeleBASE will also receive Caller ID messages with the

appropriate hard/firmware. A full featured ARexx port is included. Implemented as a WB 2.0 Commodity and tested with Supra's 32bis modems. OS2.04+ required. A modem with Caller-ID option is required for Caller ID specific functions. Version 2.614.

### ***Q-Fish 1158:***

#### ***earth.jpg***

A 724x482x24 bumpmapped view of the earth as a sphere, rendered in the familiar topographical colours we have come to associate with elevation above and below sea level. A program suitable for viewing jpeg-compressed pictures is required.

### ***EClock***

An upgrade of the "Clock V2.2" that appeared on Fish Disk 943, EClock is a simple Clock program but with the handy feature that you can "snapshot" the clock to stay with any screen or it can be free to pop to the frontmost screen automatically. An unlimited number of alarm times can be set, which can simply put up a requester or cause some program to run in background. Hourly chimes can also be made to run a program (I.E. a sound sample player). This is Version 1.0, an update of the Version on Fish Disk 943.

### ***MathPlot***

A function plotter with lin/log plot, an Amiga-style interface, and ARexx support. The required mtool.library is included. This is Version 2.13, an update of Version 2.12 on Fish Disk 974. OS 2.0+ required.

### **Q-Fish 1159:**

#### ***AmigaEyes***

This small program displays two eyes that follow the mouse pointer on the WorkBench screen. The eyes can wink from time to time and go to sleep if the user doesn't move the mouse for a user defined lapse of time. Interlaced and non-interlaced versions included. The C source code is also included in archived form.

#### ***GIFKit***

A GIF toolkit. Allows you to do visual crops, resizing, flips and rotation of GIF images. The programs always fits the images on a 640x400x2 screen so that even 1280x800 GIFs' can be manipulated without using large amounts of chip ram. Version 1.0. OS 2.0+ required.

#### ***MIA***

Mass Icon Alter (MIA) allows manipulation of many icons at once. It can change any of the following icon and file attributes: Stack size, date/time, comment,

default tool, tool types (append or replace), images, icon type, protection bits, and Workbench's default icons. MIA runs as an Application Icon, Application MenuItem, normal graphical user interface, or from an AmigaDOS shell. Installer script and AmigaGuide help manual are included. OS 2.0+ required. Version 1.2.

#### ***PaletteMerger***

This utility merges two palette files together, useful especially for large palettes (256 colours). You can easily merge two 128-colour palettes to one 256-colour palette. Version 1.0. OS 2.0+ required.

#### ***PictIcon***

Allows pictures to be dropped onto an appicon. Will then load the pictures using datatypes.library and scale them into icons. Offers many options to customize the scaled picture icons. Allows error-diffusion dithering with full control of type, level, and amount. Adds an AppItem to Workbench's Tool menu. Note this is not the same program as PicIcon on Q-Fish 1067. Version 0.8. 2 Mb Chip and 4 Mb Fast RAM recommended. OS 3.0+ and 1 Mb ram required.

#### ***SAC***

Designed to search and extract files from the Aminet CDROM 2/94.



You enter a search pattern and SAC scans 'AMINET\_0294:Index' for matching entries. The result is then displayed in AmigaGuide format, and you may view the readme files or even unpack the desired archive with a single mouse click (SAC recognizes different types of archives). SAC can be run from both Workbench and CLI, and supports all dos.library patterns. Version 1.1. Requires OS 2.04+, a CDROM drive and the Aminet 2/94 CDROM. (Later versions of the Aminet CDROM have similar browsing facilities on disk).

#### **Q-Fish 1160:**

##### ***AppPP***

A crunching program made to avoid loading Powerpacker or another utility like that every time you have one or several files to crunch or decrunch. It has an AppIcon and a Gadtools graphical user interface which makes it easy to configure and use. Especially made to be used from WBStartUp. Requires OS2.04+, powerpacker.library, asl.library and 512K RAM. This is Version 1.1, an update of Version 1.0 on Q-Fish 1009.

##### ***DropIt!***

An AppIcon that makes exploration of public domain files easy on the Workbench. Just drop the file under investigation on the AppIcon, and "DropIt!" automatically calls the

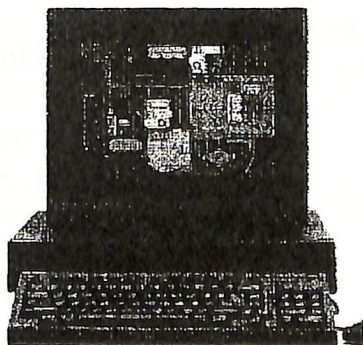
appropriate program (chosen in advance by the user) to read, view, play or unpack the object as appropriate. Version 0.98.

##### ***Remind***

A calender program that displays all its reminder information in one window, including what you need to do today, what you need to do within several days, and what you have to do for the rest of the year. Version 1.32.

##### ***WindowDaemon***

Gives extended control of intuition windows and screens through HotKeys and Arexx. In addition there is better Workbench drawer manipulation. You can close the current drawer's window when opening another drawer, and when closing a drawer can arrange for its parent to open automatically. Using a hotkey you can change the priority of the task owning the current window or even suspend the task. WB 2.0+ is required. This is Version 1.9, an update of Version 1.6 on Fish Disk 984. ●♂☺♀●



# **I JUST HAVE TO HAVE A NEW PRINTER. DEAR By Steve Hack**

The decision to buy a new printer was one of necessity, the Star NX1000CL had given faithful service for several years but unfortunately the print quality, whilst good for home use, was not up to the business standards we have recently found necessary.

I started the replacement process by first looking at what we needed, the final requirements were:

- Laser quality black lettering (For business letters)
- Colour capable if possible (School projects)
- Best warranty possible
- Amiga and DOS compatible (i.e. Drivers available)
- Automatic feeder (Cut sheet or Tractor)
- Within our budget (\$650 to \$700)

With the requirements settled I started looking, scoured back issues of ACAR and other magazines looking at ad's and articles (Actually I found very few tests of printers), I phoned Jason

(SYNAPSE Computers) as well as many others to check out prices and deals.

Having done the ground work I then went to many stores to actually look and try the printers out, I found the Harvey Norman Superstore at Mt Gravatt had an excellent selection as did Myers in the city, although they just stare at you if you mention our beloved AMIGA's name.

Having shopped around I eliminated Laser printers as, although there are models in the price range, they are not colour compatible. Similarly I eliminated Dot matrix for the very reasons I am replacing the Star, therefore the choice came down to four types:

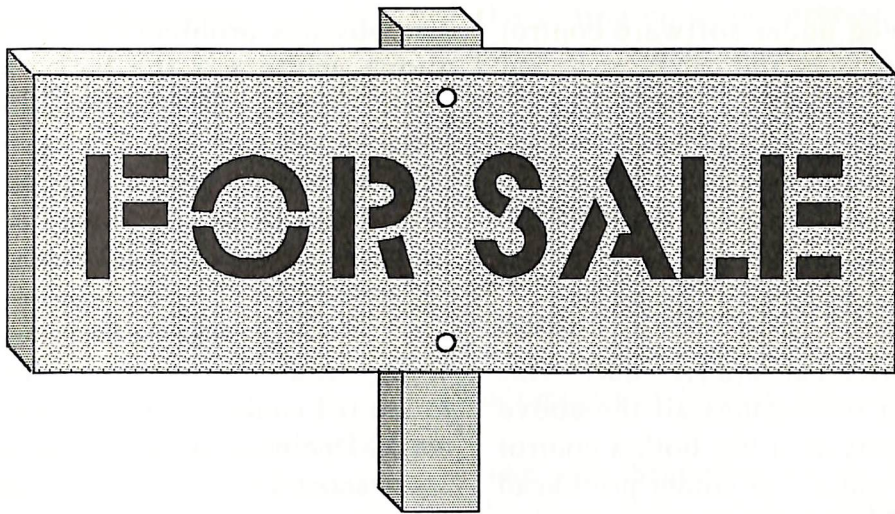
1/ Epson Stylus colour printer - Probably the best printer of the lot but unfortunately outside the budget at \$900.00.

2/ Hewlett Packard HP 540C - This appears to be an excellent printer, 3 year warranty, available in black only then upgradable to colour, stylish looks and with printer drivers for the AMIGA available.

There is a down side however and that is the HP 540 does not have a control panel, all settings are

Continued on page 40





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achieved under software control (Preferences), this can be annoying and secondly the HP 540C does not have Black ink, when the colour unit is in place, it mixes the colours to achieve a "Greeny" black colour. The resulting "black" text looks bad if mixed with real black ink text.

3/ Hewlett Packard HP 560C - This printer overcomes all the above problems as it has both a control panel and a four colour print head with Black ink and three colours, unfortunately, at present, the price of this unit is beyond the budget.

4/ Cannon BJC 4000 - This printer was chosen as it met all the criteria, it has the choice of a single large black ink head or a four colour head (Black and three colours). 12 month warranty, attractive (upright) styling and an automatic cut sheet feeder. Originally I was quoted \$799 for this model however by shopping around I was able to reduce this to \$699 (including a cable). The printer comes with one large Black ink head and one colour head comprising a small black head and a three-colour head, it also comes with a comprehensive manual and Microsoft DOS and Windows software. (Windows - YUCK !!!!!)

## Now More Money

The obvious problem for all the above printers is the lack of a printer driver for them as I was only using Workbench 1.3. During my discussions many people expressed the opinion that I could face problems with 1.3 so I checked out my options.

1/ Stay with 1.3 - I would just have to see if I could get the printer to work. Decided this would be the last resort as I had considered upgrades many times before and this looked like a good excuse.

2/ Upgrade to 3.1 - This is the obvious choice as it is the latest version and the most likely probability of compatibility. The only problem was the cost \$185.00 - Would it be worth it ????

3/ Upgrade to 2.1 - This option was not immediately obvious as the 2.1 upgrades are no longer advertised, however as I was investigating all this Jason offered me a 2.04 ROM for \$60.00. At the time this was of no use as he did not have the disks and manual, however whilst dealing with Computer Affair in Sydney I mentioned the 2.04 ROM's and they said they had the WB2.1 disks and manuals in stock for \$20.00.

Now my choice was obvious I ordered the Manuals and disks and picked up the ROM's. Great, an



upgrade for \$80.00 !!!

## Installation !!!!

I removed all the covers from my A500 and replaced the ROM, I switched on and looked for smoke - when none showed I connected the monitor and sure enough the screen said WB 2.

Because I had not received the books and manuals I booted with my original hard drive set-up, all was well except the Virus checker hung up and the PD program I use to stop the drives from "clicking" did not work.

I tried all my normal programs with no problems.

Once I had the disks and manual I did a complete backup of my workbench partition and proceeded to install WB2.

This installation did not go as planned as the manual said "Using the Installation" Disk, unfortunately this disk was not supplied so I had to copy it one file at a time, this did not present a major problem as I had a fair idea what was required to go where. I'm glad I am not a beginner !!!!

Installation went well, followed by

the setting up of the user-startup file, then customising, (Playing with), the preferences. Almost all my programs work although some Icons did not work properly and required alteration.

I will now have to learn all the possible functions of WB2.1, I believe time will tell as far as the advantages of 2.1 over 1.3.

The only disappointment is that I have not come across a dedicated driver for the BJC-4000 printer, I believe that Studio II has one, but at \$99.00 it is outside the present budget. I have been told that the BJC-600 driver will do the trick, but I have not been able to find that either, at this time.

If anyone could help me with a BJC-600 or BJC-4000 Printer Driver (Preferably PD) or anyone who would like to purchase my old Star NX1000CL Colour printer, complete with box, manuals, cable, Printer Driver and ribbons all at a very good price, please call Steve on (07) 398 2061.

I hope this may be of interest to some of you and it is a letter from a club member. I will write a review of the BJC-4000 in the future for those interested, if you have any questions you can phone me.



# **ESCOM INTRODUCES A NEW MODEL THE AMIGA 1400**

**Short:** First picture of the new A1400

**Author:** DR\_FACT **Uploaded by:** DR\_FACT

**(sis1511@sis.port.ac.uk) Type:** pics/misc

**Description:** Escom AG's first new Amiga model, the modular mid range A1400, which is compact, expandable and modular \*80).



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